

**IN THE CLAIMS:**

Please amend the claims as follows:

1-6. (Cancelled)

7. (Previously presented) An audio information transforming method applied to a video/audio format in which a screen includes a plurality of objects and each object has video information, position information, and audio information, said method comprising the steps of:

virtual listening point setting of setting a virtual listening point at a position different from a basic listening point that is set as a position at which a listener listens to an audio;

relative velocity calculating of calculating a relative velocity between the virtual listening point and the object; and

audio frequency transforming of executing an audio frequency transformation based on the relative velocity to add a Doppler effect to the audio information at the virtual listening point,

wherein, when the audio information including the Doppler effect previously is included in the object, the audio frequency transforming step executes an audio frequency transformation to cancel the Doppler effect included in the audio information of the object, and executes the audio frequency transformation based on the relative velocity to add the Doppler effect to the audio information of the virtual listening point.

8. (Cancelled)

9. (Cancelled)

10. (Previously presented) An audio information transforming method applied to a video/audio format in which a screen includes a plurality of objects and each object has video information, position information, and audio information, said method comprising the steps of:

virtual listening point setting of setting a virtual listening point at a position different from a basic listening point that is set as a position at which a listener listens to an audio;

relative velocity calculating of calculating a relative velocity between the virtual listening point and the object; and

audio frequency transforming of executing an audio frequency transformation based on the relative velocity to add a Doppler effect to the audio information at the virtual listening point,

said format comprising:

velocity information of an object, said object is one of objects included on a screen;

velocity information and direction information of a scene which is replayed on the screen; and

reduced scale information of the screen every scene.

11. (Previously presented) An audio information transforming method applied to a video/audio format in which a screen includes a plurality of objects and each object has video information, position information, and audio information, said method comprising the steps of:

virtual listening point setting of setting a virtual listening point at a position different from a basic listening point that is set as a position at which a listener listens to an audio;

relative velocity calculating of calculating a relative velocity between the virtual listening point and the object; and

audio frequency transforming of executing an audio frequency transformation based on the relative velocity to add a Doppler effect to the audio information at the virtual listening point,

said encoder for encoding:

velocity information of an object, which is one of objects included in a screen;

velocity information and direction information of a scene; and

reduced scale information of the screen every scene.

12-27. (Cancelled)

28. (Previously presented) An audio information transforming method applied to a video/audio format in which each scene that is replayed on a screen has video information and audio information, and the scene has velocity information and direction information based on which a background is moved, said method comprising the steps of:

virtual listening point setting step of setting a virtual listening point at a position different from -a basic listening point that is set as a position at which a listener listens to an audio;

relative velocity calculating step of calculating a relative velocity between the virtual listening point and a background based on the velocity information and the direction information of the background; and

audio frequency transforming step of transforming an audio frequency based on the relative velocity to add a Doppler effect to the audio information at the virtual listening point,

said format comprising at least one of:

velocity information of an object, said object is one of objects included on a screen;

velocity information and direction information of a scene which is replayed on the screen; and

reduced scale information of the screen every scene.

29. (Previously presented) An audio information transforming method applied to a video/audio format in which each scene that is replayed on a screen has video information and audio information, and the scene has velocity information and direction information based on which a background is moved, said method comprising the steps of:

virtual listening point setting step of setting a virtual listening point at a position different from -a basic listening point that is set as a position at which a listener listens to an audio;

relative velocity calculating step of calculating a relative velocity between the virtual listening point and a background based on the velocity information and the direction information of the background; and

audio frequency transforming step of transforming an audio frequency based on the relative velocity to add a Doppler effect to the audio information at the virtual listening point.

said format comprising at least one of:

velocity information of an object, said object is one of objects included on a screen;

velocity information and direction information of a scene which is replayed on the screen; and

reduced scale information of the screen every scene.